

# LORD OF HOSTS

Is devoted to variant Diplomacy. In these pages will be found Miller numbers and designators, variant game announcements and results, occasional articles and editorials, and (given a special request and a hefty bribe of \$3.00 per player, in addition to maintaining a subscription) games of variant Diplomacy. The price for subscriptions and back issues will be cost plus postage, rounded up to the nickel (so that I can produce additional copies). Offers to trade will be considered. Issues will be published at least quarterly; more frequently if there is sufficient material or games. Thanks are tendered to the IDA for their considerate subsidy of this effort. Miller numbers will be assigned on the receipt of a self-addressed envelope, postage in stamp or coin, gamemaster's name, magazine, year of game, type of variant, and list of players and countries; subscribers can if they wish forget about the envelope and postage and wait for the next issue. Anyone may reproduce an issue in its entirety; partial reprinting is permitted upon attribution, except for articles by other authors who herewith retain full rights to their own material. This entire effort is yours courtesy of Robert Sacks, 15-F Tang Hall, 550 Memorial Drive., Cambridge Ma 02139, (617) 494-8889. Member: AWA, IDA, MIT-SGS, TDA, TIDA-RNE.

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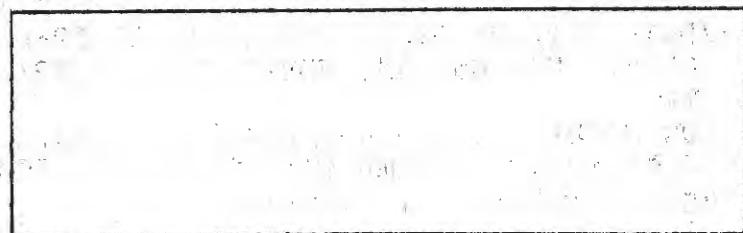
NAVB REPORTS are available from the Director, Dan Gallagher; Issue #1 is free for a self-addressed envelope and postage - subscriptions are 3/\$1. PHOENIX, the Journal of the IDAVC, numbers 9 through 12 are available for a self-addressed envelope and postage (30¢) from the Chairman on leave, Robert Sacks. Back issues of MN'zines (The Connubial Child Molester, Fafhrd & The Gray Mouser, and Lord of Hosts 1 through 3) are available at 20¢ each plus postage.

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Cambridge Ma 02139

# DIRECTORY OF OFFICERS FOR VARIANT DIPLOMACY

1

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## KNOWN GAME OPENINGS

J Antosiak/422 East Ave/La Grange Ill 60525 ANSCHLUSS/GF \$4: YV

P Berggren/Davistown Schoolhouse Rd/Orford NH 03777 TURNABOUT/GF \$1.25+sub 10/\$2:

Interplanetary Warfare, Middle Earth VII

D Efron/1823 Dacotah Dr/Windsor ONT CANADA N8Y 1S4 BRAINWAVE/GF \$3+sub \$3/yr:

Hard Choice, YV

D Head/Box 1231/Huntsville ONT CANADA POA 1KO ARRAKIS/GF \$6 (\$5 for IDA):

Antigoni Isles, Atlantica I

R Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418 CARN DUM/GM \$7: Downfall...,

Excalibur, War of the Roses, Westphalia VIII

M Homeier/238 N Bowling Green Way/Los Angeles Ca 90049 THE MASTER MACHIAVELLIAN/GF \$1.50+sub 12/\$2.50 or 24/\$4.50: Colonia

D Kadlecak/1447 Sierra Creek Way/San Jose Ca 95132 SPECULUM/sub 10/\$2 (+30¢ Air-mail)+GD \$1+GF/-0-: Middle Earth VII, Scacchomacy; \$1.50: Third Age II; \$2: YV

A Phillips/128 Oliver St/Daly City Ca 94014 SHAFT!!/GD \$2+sub 7/\$1: Kriegsmarine

G Reed/Box 57/Newbury Vt 05051 NEW ENGLAND NORTH STAR/GF \$2+sub 10/\$2:

Interplanetary Warfare, YV

S Rich/1640E 1140N/Logan Ut 84321 carbon copy/GD \$1+10¢/turn: Dying Earth

R Sacks/15-F Tang Hall/550 Memorial Dr/Cambridge Ma 02139 LORD OF HOSTS & carbon copy alt/GF \$3+sub+postage: Downfall..., Intimate

C Sharp/506 West College Ave #3/State College Pa 16801 SLOBINPOLIT ZHURNAL/GF \$1.50+sub 2¢/pg+postage: Slobbovia (in progress)

S Soloman/17420 Lake View Dr/Morgan Hill Ca 95037 INFAMOUS/GF \$1+sub 8/\$1.60: YV

L Zehnder/PO Box 24872/Los Angeles Ca 90024 OBSESSION/GF 50¢+sub 12/\$2:  
Speculation, Switzerland

1972AOfu (Lima II - Hemming amendment), Colin Hemming, XL. A-Andy Davidson, E-John Piggott, F-Michel Liesnard, G-Graham Jeffery, I-Jeff Oliver, R-Michel Feron T-Jeremy Elsmore.

1972APer (2-man G/A/T vs F/E/I/R), Michel Feron, Moeshoeshoe. G/A/T-John Piggott F/E/I/R-Michel Liesnard.

1973DHfr (Guelph), Will Haven, Son of Bellicus. Argentina-John Lettice, Brazil-Mike Sherrad, Chile-Greg Ward, New Granada-Les Pimley, Peru-David Pink.

1973DIfr (Guelph), Will Haven, Son of Bellicus. Argentina-Andy Davidson, Brazil-Peter Charlton, Chile-Vince Dwyer, New Granada-Colin Hobley, Peru-Roger Sandell.

1973DJfz (Third Age II), Duncan Morris, Frigate. Eri-John Piggott, Gon-Howell Davies, Rho-Steve Doubleday, Roh-Clive Spark, Mor-Les Pimley, Umb-Bob Harris.

1973DKfq (Futur War), Mike Sherrad, Our 'Enry. Australia-Geoff Corker, China-Glyn Palmer, Japan-Allan Doodes, NATO-Richard Wein, Union of Arabian States-Andy Davidson, Union of African States-Tony Ball, USA-John Lettice, USSR-Les Pimley, South America-Steve Doubleday.

1974CTgb (100 Years War), - , Black Spot. Catalonia-Colin Bennett, France-Peter Charlton, Navarre/Aragon-Geoff Corker, Burgundy-Vince Dwyer, Rome-Gus Ferguson, Gascony-Edwin Geofrey, Leon-Ken Murray, England-Les Pimley, Brittany-John Robertson.

1974CUcz (Atlantica I), Roddy Thomson, Bolshevik Star. Canada-John Robertson, CSA-Peter Charlton, Fra-Richard Walkerdine, Ger-Geoff Corker, Ita-Bill O'Rourke, Eng-Peter Swanson.

1974CVei (Youngstown VIB), Ken Jones, Comet. A-Roger Ellis, C-Richard Scott, E-Peter Charlton, F-David Noy, G-Doug Wakefield, In-Andy Holt, It-Graham Mills, J-Richard Sharp, R-Ian Noble, T-Steve Wyatt.

1974CWco (Abstraction), Ken Jones, Comet. A-Graham Mills, E-Norman Lambert, F-John Warburton, G-Jack Westlake, I-Doug Wakefield, R-Alan Sedgwick, T-Norman O'Grady.

1974CXdg (Jihad I), Tom Willis, Court Circular. Arab-Gordon Beck, Germ-Dave Brown, Frank-Chris Eyre, Byz-Rob Lowe, Per-Rob Saunders, Lomb-Dave Othen, Spa-James Tulloch.

1974CYei (Youngstown VIB), Richard Sharp, Dolchstoss. A-Greg Hawes, C-Alan Sedgwick, E-Graham Mills, F-Stuart Dagger, G-Pete Birks, In-Philip Murphy, It-Dave Brown, J-Doug Wakefield, R-Dave Ross, T-Alan Bustany.

1974CZcz (Atlantica I), Adrien Baird, Filibuster. Canada-Graham Mills, CSA-Doug Wakefield, Eng-Alan Sedgwick, Fra-Duncan Morris, Ger-Craig Nye, Ita-Richard Scott, USA-Richard Sharp.

1974DAeg (9-man VII), Adrien Baird, Filibuster. Bar-Peter Foxton, A-Dave Allen, E-Alan Sedgwick, F-Peter Foxton, G-Graham Mills, I-Raymond Hever, Per-Peter Charlton, R-Mark Gleeson, T-Andy Davidson.

1974DBco (Abstraction), Duncan Morris, Frigate. A-Andrew Herd, E-Tony Ball, F-Geoff Challinger, G-Richard Scott, I-Bob Harris, R-Dave Pink, T-Andy Davidson.

1974DCei (Youngstown VIB), Duncan Morris, Frigate. A-Danny Boreham, C-Andy Davidson, E-Geoff Challinger, F-Pete Swanson, G-Graham Mills, In-Paul Barker, It-Norman Melvin, J-Jim Millar, R-Dave Pink, T-Richard Scott.

1974DDbb (Multiplicity), Geoff Challinger, Polaris in Frigate. A-Colin Walsh, E-Duncan Morris, F-Andy Davidson, G-Pete Swanson, I-Dave Pollard, R-Howell Davies, T-John Robertson.

1974DEfc (Downfall ...), - , Hannibal. Dwa-David Jones, Elv-Steve Plater, Gon-Richard Scott, Sau-Lawrence Gill, Sar-Geoff Challinger, Roh-Gordon Beck, Umb-Conrad von Metzke, Gan-Colin Walsh.

1974DFco (Abstraction), - , Hannibal. A-Colin Walsh, E-Lawrence Gill, F-Richard Scott, G-Steve Plater, I-David Jones, R-Roger Sandell, T-Doug Wakefield.

1974DGfc (Downfall ...), Les Pimley, Shelob's Lair. Elv-Barry Ellis, Dwa-Paul Barker, Gon-Richard Scott, Roh-Dave Brown, Sau-Dave Allen, Sar-Dave Jones, Umb-Mark Gleeson, Gan-Richard Sharp.

1974DHfs formerly 1974BKfs; 1974DIfs formerly 1974BLfs.

1974DJfv (Mad), Jon Lovibond, Sun of Quetzal. A-Colin Walsh, E-Johnson, F-Clarke, G-Adamson, I-Roberts, R-Bates, T-Si Cleverly.

1974DKex (Schizodiplomacy), Les Pimley, Black Spot. A-John Robertson, E-Ken Murray, F-Peter Charlton, G-Andy Davidson, I-Mick Bullock, R-Colin Bennett, T-Mike Sherrad.

1974DLco (Abstraction), Martin Johnson, Quetzalcoatl. A-M Roberts, E-A Lowe, F-J Clarke, G-Jon Lovibond, I-P Bates, R-Si Cleverly, T-Colin Walsh.

1974DM1 (Twin Earths), - , Quetzalcoatl. A-Colin Walsh, E-Si Cleverly, F-Jon Lovibond, G-Lowe, I-Martin Johnson, R-Armstrong, T-Bates.

1974DNco (Abstraction), Jon Lovibond, Sun of Quetzal. A-D Adamson, E-M Roberts, F-J Clarke, G-Colin Walsh, I-P Field, R-P Bates, T-Martin Johnson.

1974DOft (Irish), Colin Walsh, Quetzalcoatl. A-P Bates, E-G Moyse, F-A Davis, G-P Kennington, I-P Barnett, R-D Adamson, T-J Goodchild, Alb-Jon Lovibond, Ser-Si Cleverly, Bul-Armstrong, Rum-J Clarke, Gre-Simon Housego, Naf-C Brazel, Tin-Martin Johnson, Spa-M Robets, Por-P Walsh, Hol-T Walsh, Bel-G Armstrong, Den-Herd, Nwy-R Parfitt, Swe-Heggs, Swi-Lowe, Ice-M Lovibond.

1974DPfs (Intimate), Willy Haughan, Depth Charge in Frigate. R-Pollard, T-Bedford.

1974DQcz (Atlantica I), Geoff Challinger, Polaris in Frigate. E-Richard Scott, F-Dave Pink, G-Richard Walkerdine, I-Willy Haughan, Canada-Duncan Morris, USA-Steve Doubleday, CSA-Ron Fisher.

1974DRfs (Intimate), Les Pimley, Shelob's Lair, F-Sargent, T-Yule.

1974DSfs (Intimate), Les Pimley, Shelob's Lair. A-Craig Nye, R-Gleeson.

1974DTco (Abstraction), Doug Wakefield, Misteimer. A-Norman Nathan, E-B P Bayfield F-Greg Hawes, G-Andy Davidson, I-R Rayner, R-S J Lunn, T-Alan Sedgwick.

1975AAfs (Intimate), Greg Hawes, Betelgeuse. E-Richard Sharp & Duncan Morris, I-S.E.S.A.M.E. (sic).

1975ABco (Abstraction), Jon Lovibond, Lemming Express. A-Steve Plater, E-Martin Rundle, F-Mike Roberts, G-Dave Pink, I-Willy Haughan, R-Martin Johnson, T-Andy Davidson.

1975ACcz (Atlantica I), Craig Nye, Retief. Canada-Greg Hawes, CSA-Dave Brown, E-Richard Walkerdine, F-Vivien Huang, G-Mark Sanders, I-Pete Cousins, USA-Kim Bailey.

1974AIes (Westphalia VI), Herb Barents, Stench!!. A-Bruce Getty, Den-William Clumm, E-Tom Berendt, F-Doug Dick, OE-Dave Johnston, Pol-Bruce Chamberlain, Spa-Arnold Proujansky, Swe-Chip Charnley.

1974AJgi (North American), Herb Barents, Stench!!. Alaska-Bruce Getty, CSA-Don Jousma, Far West-Tom Burkacki, Northland-Doug Dick, French Canada-Chip Charnely, Yankeeland-Tom Berendt, Central America-Joe O'Brien.

1975Bcj (Economic IV), Fred C Davis Jr, Bushwacker. A-Mark Burden, E-Linda Johnson, F-Karl Schuetz, G-Richard Greenwell, I-Harry Drews, R-A T S Ryrie, T-John Leeder.

1974DUGf (Mercator II), Doug Wakefield, Misteimer. Arg-Philip Murphy, Aus-Richard Scott, Bra-Pete Birks, Chi-Greg Hawes, Eng-Craig Nye, Fra-Alan Sedgwick, Ger-Ian Moseley, Ind-Peter Craig, Ita-Mark Frank, Jap-Duncan Morris, Rus-Bill Mair, Tur-Graham Mills, USA-Richard Sharp.

1975ADgf (Mercator II), Graham Mills, Misteimer. Arg-Doug Wakefield, Aus-David Wheeler, Bra-Dave Ross, Chi-David Yule, Eng-Stuart Dagger, Fra-Greg Hawes, Ger-Gary Piper, Ind-Mike Ingham, Ita-Kim Bailey, Jap-Dave Allen, Rus-Tony Crouch, Tur-Peter Nunn, USA-Alan Sedgwick.

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1974Wsg (Hypereconomic III), Geoff Challinger, Hyperion. Abs-vacant, Afg-Steve Flater, Alb-Will Haven, Ara-vacant, Aus-Graham Buckell, Arg-Steve Norris, Aus'le-Sartin Feather, Bel-John Morgan, Bol-Nicky Palmer, Bra-Martin Hamon, Bul-Paul Almond, Can-Pete Birks, Chile-Paul Coppin, China-Barry Garside, Col-Sylvano Woronycz, CR-vacant, Cub-vacant, Den-Dave Pink, DR-vacant, Ecu-Chas Bedford, Fru-Dermot Dwyer, Ger-Andy Davidson, Gre-Vince Dwyer, Gua-vacant, Hai-vacant, Hol-Andrew Herd, Hon-vacant, Ita-Jon Lovibond, Jap-Steve Erown, Lib-vacant, Lux-Mike O'Donnell, Mex-Ron Fisher, Mon-Steve Brown, Nic-Duncan Norris, Nor-Roland Prévot, Pan-Dave Ross, Par-Simon Cooke, Per-Chris Spikings, Per-R A Pozzi, Rom-Dave Pollard, Rus-Frank Kopel, Sal-vacant, Ser-Clive Booth, Sia-Michel Feron, SA-Pete Ansoff, Spa-Simon Cleverly, Swi-Geoff Challinger, Tur-Colin Walsh, Swe-Christian Hance, UK-Phil Stutt, USA-Graham Mills, Uru-vacant, Ven-Ed Bartholomew, Por-Jim Roberto, NZ-Rick Ansoff.

#### GAME RESULTS

1972Gcz. (Atlantica) Zine: Bushwacker. GM: Fred C. Davis, Jr

CANADA-Mark Weidmark (Co-winner May 1872); CSA-Bob Keathley, W. Robert Johnson (from October 1871); ENGLAND-John Piggott (resigned May 1872); FRANCE-Herb Barents (out September 1871); GERMANY-Stan Wrobel, Rack (from June 1870, out December 1870); ITALY-Russ Vane (Co-winner May 1872); USA Richard Root (out March 1871).

	Mar 1870	Jun	Sep	Dec	Mar 1871	Jun	Sep	Dec	Mar 1872	Final
CANADA	6	7	10*	12	14	16*	17*	16	14	14
CSA	4	3	4	5	6	6*	7	7	7	7
ENGLAND	6	6	10*	12	12	12	13*	12	13	12
FRANCE	6***	6*	6	5	4	3	-	-	-	-
GERMANY	6	7	3	-	-	-	-	-	-	-
ITALY	5	7	7	9	10	9	9	11	12	13
USA	6	6	5	3	-	-	-	-	-	-

1972ABde. (Third Age) Zine: Ethil the Frog. GM: John Piggott

ERIADOR-John Morrison (out II Narv 3019); GONDOR-Phil Jones (dropped II Ceri 3018), Martin Davis (out II Urim 3018); MORDOR-Andy Davidson (won II Nemi 3019); RHOVANIAN-Richard Walkerdine (out II Narq 3018); ROHAN-Geoff Corker (out II Yava 3018); UMBAR-Graham Jeffery (out II Nemi 3019).

	3018						3019					
	Lote	Nari	Ceri	Urim	Yava	Narq	Hisi	Ring	Narv	Nemi		
ERIADOR	3	5	6	7	8	8	4	2	-	-		
GONDOR	3	4	2	-	-	-	-	-	-	-		
MORDOR	9	13	15	19	25*	27	33	36	40	41		
RHOVANIAN	4	5	7**	4	1	-	-	-	-	-		
ROHAN	3	5	5	4	-	-	-	-	-	-		
UMBAR	3	4	5	6	6	5	3	2	1	-		

1974Xdu (Ancient Hebrew Kingdom) Zine: Vortigern. GM: Roland Prévot

GAD-Michel Jarraud, JUDAH-Jacques Duthel, EAST MANASSEH-Roland Prévot, WEST MANASSEH-Dominique Lhermitte.

	Init	2000	1999	1998	1997	1996	1995
GAD	3	5	6	6	4	3	-
JUDAH	3	5	5	7	8	9	10
E MAN	3	5	7	7	8	10	12
W MAN	3	5	4	2	2	-	-

#### NEW DESIGNATORS ASSIGNED

gf. Mercator II (Doug Wakefield, special publication)

gg. Hypereconomic III (Geoff Challinger, special publ.; also Bellicus)

gh. Para-Time

gi. North American

gj. Economic IV (Fred C Davis Jr, Bushwacker V. III #13)

gk. Intimate II - Allen Version

gl. The Thirty Years War - 1600 (Paul Neumann, The Pouch, II-1 #53, 34-5 & 53-60)

gm. Napoleon's Europe - 1795 (Gerald Drews with Harry Drews, Hedian Record #7)

Telstar (Gil Neiger, The Pouch II-22 #74). This variant is identical to regular Diplomacy. Of course the difference is that only the GM finds out the orders; the players are only told the positions. Now while this is supposed to heighten the intrigue, it also makes GM errors undetectable. Fortunately, each turn each player can ask for complete information about a particular space, and receive all moves (including retreats) from, to, or through that space; this way you get to find out whether another player or the GM stabbed you after all. This is supposed to simulate myopic commanders using space-age technology; actually it simulates a lazy GM.

fs. Intimate (Adrien Baird & Steve Doubleday, Dolchstoss XIV). A casual pastime or training game for two players. Unless the double translation from English to French to English (and my French is lousy) was fouled up, the following are the rules: After choosing countries, each player gets certain initial credit: 22 - Germany, 24 - Italy or Austria, 20 - the others. Before each game year both players bid for the services of the non-player countries; the higher bid for each non-player country wins and is deducted from the player's Treasury, and that player controls that country for that year (and must submit builds when possible). When the bids are equal for a given country, that country is CD that year. A player may bid more than his credit, but if his successful bids exceed his credit, he loses. (so you can win this game by NMRing!) At the end of a year each player has an income equal to the supply centers his own country has. A player wins when one of his own units enters one of his opponent's own home supply centers; ties are decided by summing credit with the supply center count. This game is quite popular in Europe; it won the Calhamer Award this last year for the best variant design, which speaks equally poorly of this game and the Calhamer Awards. I'm not sure about this game, but I will run a few sections if requested and appropriately bribed.

Downfall II - Ring Simulation (Robert Sacks, Lord of Hosts 5) has turned out to be a diplomacy variant after all. The rules, of course, make it impossible to learn (or so I have been told) but Tolkien purists and rule-flaw finders will have a heyday. There are 8½ players: The Ents (played by the GM), The Elven Lords (none of whom are Elven Lords literally, but that's Tolkien's fault), The Ranger, The Peoples of The North, The Kingdom of Rohan, The Steward of Gondor, Saruman, The Men of Harad and Rhûn, and Sauron. After much deliberation Smeagol has been excluded from the game, but the Hobbit heroes have been included in a minor way. Due to all the special rules (and the stackings permitted) we who have gametested it feel that the diplomacy of the War of the Ring is adequately simulated.

Biopolomacy (Al & Tom Burkacki, Ragweed 12). Without doubt this one of the most complicated variants published - indeed it actually resembles more of a wargame. 9 or 10 players: 5 baboons, reptiles, insects, canines, felines, and birds. 3-D movement. Builds take place with and after Spring moves, and may therefore be interfered with. Separate types of units for each species; economics and units have multiple and half values (which is one of the factors resembling more of a war-game). Optional rules include Monsoons and Hidden Movement Underground. There are Mountains, Rivers, and a Swamp, with special rules for each. I somehow do not think that it will serve as a diplomatic simulation of ecological competition.

Complot (Evan Jones, Carn Dûm 9, 10, & 12). This however is even more complicated. Step reduction by thirds, irreplaceable fleets, minor powers' bourse and revolts, 4 seasons/year, movement factors, fortifications, stacking rules, economic victory conditions, optional combat, battle plan matrix, troop quality chart, combat takes place in a space, no supports, weak fleets, separate builds and maintenance charts complex control rules, blockades, and complex supply calculations. I'd sooner play a wargame - something simple like Strategy One.

**BOURSE AND WAR BOND DESIGNATORS:** Bourse, War Bonds, and other speculative games associated with a particular game of Diplomacy, Diplomacy Variant, or other numbered game will be designated by a "%" prefixed before the appropriate number of the associated game. This is an automatic assignment which will not be listed; a summary of results (for regular and variant games) may be included in Lord of Hosts.

These results have been reported by the Associate Miller Number Custodian for Fantasy & Science Fiction and Feedback, Thomas Galloway. (see Lord of Hosts 1 pg. 7 and 3 pg. 1) This service has been expanded to include all Variants.

FANTASY AND SCIENCE FICTION GAME SURVEY (#2 JAN 1975)

NAME	GT	HRS	COMPL	QUAL	#	OVERALL
Gorgamella	28	-	6.25	7.50	6	8.67
4000 AD	25	2.5	3.00	9.50	1	8.50
Kam-Pain	inf.	-	6.00	4.50	2	8.50
Space Huk (2)	24	-	7.33	7.50	6	8.50
Stellar Conquest	25	6.4	7.25	7.50	4	8.20
Alien Space	30	4	4.00	5.00	1	8.00
Lensman	33	9.5	8.25	7.00	2	7.90
Midgard	inf.	-	9.60	5.50	2	7.88
Dungeons and Dragons	25	10	7.63	7.13	3	7.60
Chainmail	20	20	7.50	8.00	1	7.50
Starlord (2)	23	4.8	5.25	6.75	2	7.50
Universe	15	-	5.00	-	1	7.50
Hextermination	11	.7	4.40	5.60	5	7.20
1000 BC - 1000 AD	20	20	7.00	8.10	1	7.00
Midgard II	inf.	-	10.00	4.00	1	7.00
Triplanetary	15	4.8	5.75	8.00	2	7.00
Starforce	16	3.9	6.00	7.86	7	6.96
Assassin	19	2.5	6.00	6.25	5	6.90
Space Huk (1)	15	-	6.07	5.58	7	6.76
Derch-Ach	11	.8	4.67	6.00	6	6.67
Imperialism	20	3	3.00	6.00	1	6.00
Nebula 19	20	6	6.50	5.00	1	6.00
Moonbase	12	-	5.50	-	1	5.00
Nova !	15	2.5	4.00	3.00	1	5.00
Rigellian Wars	40	4	4.00	4.50	1	5.00
Empire I	31	6	5.58	6.83	6	4.83
Phantom Star Raiders	15	-	4.50	5.00	2	4.75
Excalibur	25	6	3.20	4.00	1	4.30
Second Galactic War	15	3.3	4.40	6.75	5	4.30
Wayland Madness	13	.9	3.00	6.00	5	4.00
Helm's Deep	14	3.5	5.50	5.20	1	3.70

FANTASY AND SCIENCE FICTION DIPLOMACY VARIANTS SURVEY (#2 JAN 1975)

NAME	GT	HRS	COMPL	QUAL	#	OVERALL
Algernon Diplomacy	26	-	6.00	6.40	5	7.70
Earthsea Diplomacy	37	6.8	6.60	7.20	5	7.30
Cities in Flight Diplomacy	20	5.9	7.00	7.25	4	7.00
Lunatic Diplomacy III	23	7	7.75	6.00	2	6.25
Lunatic Diplomacy I	19	5.8	4.00	8.29	5	4.20
Lunatic Diplomacy II	18	6.5	6.50	6.00	2	6.00
Witch World II	16	4.7	5.33	-	3	5.50
Hyborian Age II	28	6	3.42	4.80	2	5.03
Third Age II	40	10	3.80	4.00	1	5.00
Downfall of TLOTR and ROTK	30	8	3.50	4.00	1	4.80
Middle Earth V	25	6	3.20	3.60	1	4.20
Middle Earth IV	25	6	3.00	5.00	1	4.00
Middle Earth VII	25	6	3.00	3.30	1	3.95
Middle Earth II	25	6	3.00	4.00	1	3.80
Witch World	25	6	3.05	4.00	1	3.75
Logical Diplomacy	14	3.8	2.80	5.00	5	2.80

LORD OF HOSTS #4.2

ACTIVE NEUTRALS

1974AEgc Mobilization, War, and Conquest! Spring 1902

AUSTRIA (Tomary) F Adr-Ven, A Tri-Ser, A Vie-Tyr.

BELGIUM (Tomary) A BEL-Hol.

BULGARIA (Berggren) A Bul h.

DENMARK (Aronson) A DEN S SWE/Annh/.

ENGLAND (Gemignani) F Lon-Nth, F Nth S GER Ruh-Hol, A Wal-Lon. (See Rules IX.6)

FRANCE (Bean) A Bur h, A Mar-Pie, F WM C SPA-NAf.

GERMANY (Berggren) F Bal S Kie-Den, A Ruh-Hol.

GREECE (Gemignani) A GRE S SER/otm/.

HOLLAND (Drews) A HOL S DEN-Kie/NSO//Disl/.

ITALY (Drews) A Rom S Ven, F Tyr S FRE WM-TUN/NSO/, A Ven h.

NORWAY (Drews) F NWY-Nrg.

PORTUGAL (Tomary) F POR h.

RUMANIA (Bean) A RUM S AUS Tri-Ser.

RUSSIA (Morris) F Fin-Swe, A StP S NWY/otm/, F Sev S RUM, A Ukr S Sev.

SERBIA (Morris) A SER-Rum/Disl/.

SPAIN (Aronson) A SPA-NAf.

SWEDEN (Bean) A SWE S DEN.

TUNIS (Berggren) F TUN-Tyr.

TURKEY (Aronson) A Arm-Sev, F Bla S Arm-Sev, A Con-Bul.

ENGLAND: I have been writing; the mail is bad but not that bad. Do you want to take up mind reading?

Portugal and Turkey in Secure Positions?

Fall 1902

AUSTRIA (Tomary) F Adr S Tyr-Ven, A Ser-Tri/Disl/, A Tyr-Ven. R A Ser, B A Vie.

BELGIUM (Tomary) A BEL h.

BULGARIA (Berggren) A BUL S GRE-Ser.

ENGLAND (Gemignani) F Lon-EC, F Nth-Nwg, A Wal-Yor. R A Yor.

FRANCE (Bean) A Bur-Mun, A Pie S AUS Tyr-Ven, F WM S SPA NAf-Tun. B A Mar.

GERMANY (Berggren) F Bal-Swe, A Den S Bal-Swe, A Hol S FRE Bur-Bel/NSO/. B A Kie.

GREECE (Gemignani) A GRE-Ser. B A Gre.

HOLLAND (Drews) A HOL r-Kie. A Kie-Ber.

ITALY (Drews) A Rom S FRE Pie-Ven/ns/, F Tyr S SPA NAf-Tun, A Ven-Tri/Disl+Rem/.

NORWAY (Drews) F Nrg-Edi.

PORTUGAL (Tomary) F POR-Spanc. B F POR.

RUMANIA (Bean) A RUM-Ukr.

RUSSIA (Morris) F Fin-Swe, A StP-Nwy, F Sev h/Anhh/, A Ukr S Sev. B A Mos.

SERBIA (Morris) A SER r-Bud. A Bud S GRE-Ser

SPAIN (Aronson) A NAf-Tun.

SWEDEN (Bean) A Swe-Den/Anhh/.

TUNIS (Berggren) F TUN h/Disl+Rem/.

TURKEY (Aronson) A Arm-Sev, F Bla S Arm-Sev, A Con h. B A Ank.

(-:-) Spring Moves due Noon, Sat, 19 Apr 1975 (-:-)

ENGLAND: Would the gentlemen from Austria and France like to inform us what they are doing in the Balkans before they get in each other's way?

ENGLAND to FRANCE: No, you can't come in. Neither you nor your friend can come in and you better believe it!

#### GAME OPENINGS IN LORD OF HOSTS

As announced last issue, we have a section open of Downfall ... . Next issue we will publish Downfall ... II; if there is appropriate demand we will run that instead.

As noted this issue, we will run sections of Intimate Diplomacy.

I hope that all of these games will be a sufficient character to be considered Demonstration Games.

Groups you might wish to join

American Wargaming Association

International Diplomacy Association

MIT Strategic Games Society

Southern Maine Wargamers Association Burt Labelle

The Diplomacy Association

The Imperial Diplomacy Association Robert Sacks

ContactGeorge Phillips 897 Main St #4  
Cambridge Ma 02139Walter Buchanan RR#3  
Lebanon In 46052Stephen Simmons Box 1150, 362 Memorial Dr  
Cambridge Ma 02139Forest Park #23  
Biddeford Me 04005155 W 68th St  
NY NY 10023Apt 15-F, 550 Memorial Dr  
Cambridge Ma 02139

## A LETTER FROM GLENN REED

I really didn't like that review that you gave of Interplanetary Warfare. I don't understand why you give such good reviews of games where there are just a few minor changes made in rules to Dippy, etc. and give bad reviews to games that were invented from scratch. I did work a long time on that game and I personally think that it will work out very well. Nevertheless, I have made a few minor rule changes that will be announced in the next issue of Turnabout.

## AND A RESPONSE

I really didn't like that review I had to give of Interplanetary Warfare, but then it is never pleasant to say unpleasant things, even about unpleasant things. Before I proceed further I will note that your objection does not even attempt to answer any of the criticism I made, though in fairness your revisions ever so slightly lessen the criticism. The point you do raise, the more work put in to a variant, the better it should be, is correct - unfortunately it is not true. A minor change in the rules may have a profound effect on the game, so I cannot therefore automatically criticize minor rule changes. Now the minor rule change I think you are criticizing me for praising I was at first tempted to criticize only because it was such a pointless minor rule change, but something (probably the irrelevant consideration that I would be charged with acting out of vendetta) caused me to examine the rule change closely, at which I noticed all sorts of fine and subtle repercussions from the rule change so I, perhaps with tongue in cheek, stated that the change merited thought and consideration, which was an honest comment. I agonized at great length over the review I gave your variant (and to others which demonstrate a great complexity of work) and I have since come to the principle that a variant which shows a great deal of work had better be good, and if it isn't then that is all the more reason for criticism. In your case I was completely puzzled for a while, until I recognized a similarity to the Gigaton Bomb variant, my review of which I then checked, and then, perhaps out of outrage, I wrote my review, which I still believe is justified.

PARLEMENT is a 7-player diplomatic game, which bears a vague similarity to Diplomacy, and which some people consider to be a Diplomacy Variant. Many people, however, disagree strongly with that. In order for me to come to a determination of whether or not Parlement and its variants and revisions is a Diplomacy Variant, need 2 items of information: 1-the method of design of the original version and the intentions of the designer; 2-the similarity of play between the two games. Anyone with comments on these 2 items is invited to send in their comments to me, preferably, to Paul Bean, Acting Chairman, IDAVC. The IDAVC, which found itself incapable of handling the problem of 2-player variants, is now deluging me with identical comments of how it can't possibly be a Diplomacy Variant, without answering the 2 questions I have raised.

## SLOBBOVIAN CHESS

by Hal Keen

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SLOBINPOLIT ZHURNAL 39To the Editor of Slobinpolit Zhurnal, from Professor Heinrich von Kopfreh, University of Slobbovia.

My Dear Sir:

I could not help but notice that in a recent issue of your excellent publication mention was made of the Slobbovian form of Chess. It occurred to me that your readership might wish to know more of the nature of this remarkable game as it is played in these regions, since I understand that your readers are largely of the aristocracy and therefore acquainted best with games such as checkers which are better suited to their tactical skills.

The Slobbovian and Rabbitanian forms of chess are played on a board 9 squares wide and 7 across, while the Fallowian and Rumpelstivickian forms use a 9 X 9 board. (As these forms of the game are all basically identical, I will distinguish them only where rules vary for the different forms.) Each player has, on his second rank, a Sergeant in the central square and a row of four Pawns on each side of the Sergeant.

The first, or "hence", rank has (right to left): General, Knight, Bishop, choice, choice, Bishop, Knight, General. I use the word "choice" to indicate the two pieces, one of which has the Czarina and the other the Grand Patriarch; these two are placed on these squares at the option of the player, and may be changed after setting up but before play begins. (One recorded match between two stubborn players consisted of 66,378 moves, each being the exchanging of these two pieces--neither player would consent to the other's choice of opening positions.) The moves of the men are as follows:

General--to any adjacent square.  
Bishop--any number of unblocked squares in a "horizontal" or "vertical" direction.

Knight--any number of unblocked squares in a diagonal direction.  
Knight--an L-shaped move consisting of two squares in one "horizontal" or "vertical" direction and a third square at right angles to the first direction. The Knight may leap intervening men.

Czarina--either a General's type of move, or that of a Bishop. (In more recent sets, a bag is placed over this figure's head.)  
Grand Patriarch--a move of the General, Bishop, or Knight type.

Sergeant--to an adjacent square, sideways, or diagonally forward.

(In the Fallowian and Rabbitanian forms, it may also move one square diagonally backward.)  
Pawn--one square straight forward. If unblocked, a two-square move is permitted for the first move, which can be useful in slipping past opposing Pawns. Unlike other men, the Pawn captures by a special move: one square diagonally forward.

When a Pawn (or, in Slobbovian and Rumpelstivickian forms, a Sergeant) reaches the opposite side of the board, it immediately is placed on the first empty square (counted from its own side) in the same file.

A player may, at the beginning of his move, announce that a designated Pawn "abounces" any major piece (except the Czarina). A "roll" is then held by rolling a die; if the roll is equal to or above the minimum value for that major piece, the piece is "purged" and the Pawn is elevated to its rank while it is demoted to Pawn. (This is accomplished by merely exchanging the men on the board.) If the purge is unsuccessful, the player may move any man except the Pawn and pieces involved, but a successful purge counts as the player's turn. Minimum values for "purging" trials are: Czar and Grand Patriarch, 6; General, 5; Bishop, 4; Knight, 3; Sergeant, 2.

Captured men are kept by the players until a man of the same rank is captured by the opponent. Prisoners of equal rank are immediately exchanged and such an exchanged, "freed" prisoner can be re-entered on the board as the player's move for that turn. Such re-entry can be on any vacant square so long as it does not give an attack on the opposing Czar or block an attack on the player's own Czar.

marked	unmarked	die	1	2	3	4	5	6
			1	BBAA	BBBD	BBBC	BBEE	BBEE
			2	BBB	BBCC	CBCC	FFFF	FFFF
			3	BBBC	CBCC	CCCC	FFFF	FFFF
			4	KKUL	KLKL	LKL	LKL	LKL
			5	KKK	KKL	KKL	KKL	KKL
			6	KKKJ	KKKJ	KKKL	KKKL	KKKL

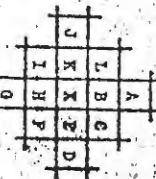


TABLE I. DIAGRAM A

It is the center square of the board is an independent piece, the Czar, to which eliminates the man from the game permanently. If it moves off an edge of the board, it comes back on the other side as though opposite edges of the board were joined. The Czar is moved three places every third player's turn, starting after the second player's first move; if White moves first, the order of moves for White (W), Black (B), and Czar (C) would thus be: W, 2, C, W, B, W, C, W, B, J, C, B, W, C etc. The player moves just before the Czar rolls the two dice (one of them marked or colored) and interprets them according to Table I (in which the letters refer to the squares on Diagram A. I have given, in order, the moves for Slobbovian, Rabbitanian, Fallowian, and Rumpelstivickian Games for each of the rolls; there are therefore four letters for each roll. In Diagram A, the square marked X is the Czar's location, and the Diagram is shown from the point of view of the player who rolls the dice.)

Aside from being eaten by the Czar, there is only one other form of removal from the game that prevents a man from reentry. This is the fracture of pieces (other than the Czar, Czarina, or Grand Patriarch) by Pawns. Fracture may occur when the dice rolled to determine a Czar move shows double ones (in which case the men of the player rolling the dice are liable) or double twos (in which case the opponent of the player rolling is little). In either case, the opponent of the liable player rolls a single die after the Czar moves; this roll determines the rank of the piece to be fractured. If the liable player has a man of that rank on a square adjacent to one of his own pawns, the man is removed from the game. If two men of that rank are adjacent to Pawns, the player who owns them chooses one to be eliminated. If none of that rank are adjacent to Pawns, no fracturing occurs. The cells which cause fracturing of the various ranks are: Sergeant, 1; Bishop, 2 or 3; Knight, 4 or 5; General, 6.

Usually, the game is started by each player taking a die and rolling it. The higher roll moves first, and ties are re-rolled. (Note: this is done after the placement of men, including Czarina and Grand Patriarch, is completed.) A player wins if the opponent's Czar is attacked and indomitable, if the opponent cannot move, or if the opposing Czar is eaten by the Czar (either the one on the same board, or any that happens to pass by during play). It is customary to forbid moving one's Czar into an attacked position or leaving it under attack if it can be rescued.

The other special moves of men are worthy of mention. The Bishop is allowed a first move, optional, of one square in NW direction. This strange rule was said to have been devised by a Czar (who reportedly avenged a "spool's mate" by legalizing it!). Also, the Czar and other General may exchange places as a move, provided neither has already moved and the Czar does not pass out of or over an enemy attack in so doing. (Also, the squares between them must be vacant at the time this is done.)

I hope that your readership may find this game enjoyable and edifying.

Sincerely yours,

Heinrich von Kopfreh

(Professor von Kopfreh is the author of Prehistoric Slobbovian Artefacts. Only so recent: inflation in Strakerville, the 2,917-page work was found to be less expensive for construction of building foundations than cement block, and it spent 23 weeks on the Strakerville Best Seller List.)

## GEMIGNANI AWARDS BALLOT

10

## LORD OF HOSTS 4

Check off or write in up to seven candidates for the first award and up to one candidate for each of the other awards. Place your ballot in a signed envelope and on the envelope indicate your present or most recent relation to the hobby (e.g.: player in 1974AB, GM in The Pouch, Diplomacy Widow, &c). Mail to Robert Sacks, GEMIGNANI AWARDS Teller, 15-F Tang Hall, 550 Memorial Drive, Cambridge Ma 02139. Ballots will be opened and counted 22 May 1975.

## 1. SEVEN MOST HATED PERSONS

IN THE HOBBY

Gordon Anderson  
 John Beshara  
 Edi Birsan  
 Eric Blake  
 John Boardman  
 Walt Buchanan  
 Evan Jones  
 Len Lakofka  
 James Massar  
 Gary Peterson  
 Lew Pulsipher  
 Charles Reinsel  
 Bangs Leslie Tapscott  
 Buddy Tretick  
 Conrad von Metzke  
 Rod Walker

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## 2. WORST PUBLICATION

Big Brother  
 Command Post  
 Diplomacy World  
 La Guerre  
 Mixumaxu Gazette

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## 3. WORST NEW PUBLICATION

Alternate Reality  
 Big D /or/ Sinai  
 Command Post  
 Diplomacy World  
 The Times

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## 4. WORST RELIABLE GAMEMASTER

Charles Reinsel  
 Kevin Slimak  
 Buddy Tretick

---

## 5. LEAST RELIABLE GAMEMASTER

Gordon Anderson  
 Jeff Key  
 James Massar  
 Charles Reinsel  
 Conrad von Metzke

---

## 6. WORST SINGLE PRESS RELEASE

Peter Berggren/1974CN/Pellucidar 27  
 Scott Rosenberg/1973CNbu/Carn Dûm 2

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## 7. WORST PRESS RELEASE SERIES

The Habbits & The Lord of the Board/The Times  
 Kimball Drek/The Pouch & Carn Dûm  
 A Search for Treasure/Diplomacy World

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## 8. WORST REGULAR GAME

1972CP/Bellicus  
 1972DO/Stoned & Arrakis  
 1973AR/Pellucidar  
 1974HB/Arrakis

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## 9. WORST VARIANT GAME

1971Dbu/Lost Horizons  
 1973Hbu/Pellucidar  
 1973ABdu/The Pouch  
 1973AUce/1901 and all that  
 1973CJeq/Pellucidar  
 1974Wfg/The American Wargamer

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## 10. WORST VARIANT DESIGN

Colonial Variant  Hyborean Age II  
 Futur War  Intimate Diplomacy  
 Gigaton Bomb  Slimak's Rule

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## 11. WORST PLAYER

Margaret Gemignani  Conrad von Metzke  
 Kenn Marr  Fred Winter  
 Hal Naus

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## 12. LEAST MERITORIOUS CONTRIBUTION TO THE HOBBY

Doug Beyerlein/Beyerlein Player Poll  
 Alan Calhamer/Diplomacy  
 Len Lakofka  
 Larry Peery/Calhamer Awards  
 Conrad von Metzke/Boardman Number Transfer  
 Rod Walker/The New York Conspiracy

---

## 13. WORST ARTICLE

Alan Calhamer/Scoring a Diplomacy Tournament  
 Michael Honig/The Honig Rating System  
 Evan Jones/An Honest Review of Binary  
 Len Lakofka/IDA Presidential Campaign Statement

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## 14. SPECIAL AWARD

Evan Jones/Open Mouth - Insert Foot  
 Nick Ulanov/Best Campaign Statement for the Wrong Race  
 Conrad von Metzke/Record Number of Drop-outs

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